



THE TETHERED

HOME BREW CLASS WITH 4 SUBCLASSES

HOME BREW

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THE TETHERED V1.0

The warforged stared at me with an expressionless, somehow defiant, face. A large clockwork orb has orbiting them like a moon. Without a word, the orb charged towards me, hit me in the chest, and stopped in the air a few feet behind me. A thin electric arc connected the orb and the warforged. Before I could react, this tether intensified into a powerful lightning, flooding me with intense pain.

The Tethered is an advanced mid-range half-caster. They require careful maneuvering and planning to position themselves and their core in optimal positions. In return, they offer powerful sustained damage and area denial. Their modular cores allow them to specialize in area damage, single target offense, utility, or even support.

THE TETHERED

Level	Proficiency Bonus	Features	Spells Known	Cantrips Known	— Spell Slots Per Spell Level —				
					1st	2nd	3rd	4th	5th
1st	+2	The Core, Core Commands	—	—	—	—	—	—	—
2nd	+2	Spellcasting	2	1	2	—	—	—	—
3rd	+2	Core Model	3	1	2	—	—	—	—
4th	+2	Ability Score Improvement	4	1	2	1	—	—	—
5th	+3	Link-Field	5	1	2	1	—	—	—
6th	+3	Upgraded Momentum	6	2	3	1	—	—	—
7th	+3	Model Feature	7	2	3	2	—	—	—
8th	+3	Ability Score Improvement	8	2	3	2	1	—	—
9th	+4	Adaptive Core Damage	9	2	3	2	1	—	—
10th	+4	Core Casting	10	3	3	3	1	—	—
11th	+4	Link-Field Overload	11	3	4	3	2	—	—
12th	+4	Ability Score Improvement	12	3	4	3	2	1	—
13th	+5	Model Feature	13	3	4	3	2	1	—
14th	+5	Reverse Locality	14	4	4	3	3	1	—
15th	+5	Ricochet	15	4	4	3	3	2	—
16th	+5	Ability Score Improvement	16	4	4	3	3	2	1
17th	+6	Core Overdrive	17	4	4	3	3	2	1
18th	+6	Model Feature	18	4	4	3	3	2	1
19th	+6	Ability Score Improvement	19	4	4	3	3	2	2
20th	+6	Soul Unleashed	20	4	4	3	3	2	2

MULTICLASSING

In order to multiclass into the tethered class, your chosen tethered spellcasting ability must have score of 13 or higher. When you multiclass into the tethered class, you gain one of the class's skill proficiencies.



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CLASS FEATURES

As a tethered, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per tethered level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your

Constitution modifier per tethered level after 1st

PROFICIENCIES

Armor: Light armor

Weapons: Simple Weapons

Tools: None

Saving Throws: Constitution, and either Intelligence, Wisdom, or Charisma according to your spellcasting ability.

See 'The Core'.

Skills: Choose two from Arcana, History, Intimidation, Investigation, Nature, Perception, Performance, and Religion.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Leather armor and one simple weapon
- (a) Entertainer's Pack or (b) Explorer's pack or (c) Dungeoneer's pack.

THE CORE (LVL 1)

Every tethered has a 'Core'. The Core is the Tethered's source of power, and they are magically bound to it. The core can be a ball of magical clockwork, a still beating heart, a large gemstone, an arcane sphere, or any other decently sized object the DM allows.

Your core is a physical object, but it is nigh indestructible in most circumstances. It is small enough to not occupy a space and it can share a space with other creatures. It can carry about 10 pounds, but it cannot perform any tasks more complicated than moving, pushing, or pulling (if it's tied to something).

The core floats about 5-10 ft. off the ground and follows you while sharing your space: behind you, inside you, above you, or orbiting you. It can be held and carried, and you can also control it (See 'Core Commands' on page 4). If you are ever more than 60 ft. away from your core, even for a moment, your core immediately teleports back to you.

As an action, you can dismiss your core and send it into a pocket dimension. You can then use your action again to summon your core back to you.

If you are completely separated from your core by a barrier that doesn't allow magical effects to pass (Such as being inside a Resilient Sphere or a Prismatic Wall) your core teleports to you immediately. It also teleports to you whenever you aren't on the same plane of existence (other than your personal pocket dimension). The DM may allow some exceptions for this rule, such as when using the 'Blink' Spell.

When your magic is directly suppressed (Such as being inside an Antimagic field) your core immediately drops to the ground and becomes a non-magical object. The core's usual properties are restored when your magic is no longer suppressed. If the core is destroyed while your magic is suppressed, you aren't able to use its features and you can't cast spells. However, your core magically mends itself or reappears after your next long rest.

PICKING A SPELLCASTING ABILITY:

Unlike other spell casters, the tethered can pick which their spellcasting ability at level 1 to be Intelligence, Wisdom, or Charisma. Your second class saving throw proficiency should match your selected spellcasting ability. You cannot change this decision after it was made. This ability determines both the effectiveness of your spells, as well as the power of your core.

PICKING A SPELLCASTING ABILITY

Your choice of spellcasting ability should match the relationship between you and your core:

An *intelligence*-tethered would treat their core as an object of study, like an ancient relic or a new type of magic.

A *wisdom*-tethered will focus on their spiritual connection to their core, treating it as a mental skill to be honed.

A *charisma*-tethered should consider their core an untapped source of power that needs to be cultivated and controlled. .

OPTIONAL RULE - SENTIENT CORES:

Some characters might want their cores to be sentient, or an object that connects them to an entity. The DM may allow the core to be sentient, under the following restrictions:

- The core cannot communicate with anyone but the tethered.
- The core does not have any senses of its own, or it has extremely limited senses.
- The core cannot take any actions of its own. (Including spells, bonus actions, reactions, movement, and so on)

In essence, a sentient core should function similar to a sending stone with whatever entity it represents. For a more advanced sentient core, see the Awakened Core Model you can pick at level 3.

CORE COMMANDS (LVL 1)

Your connection to your core allows you to control its movement, which damages enemies along its path. As an action, you may issue your core one of two commands:

Send Out - You send your core to a space within 30 ft. that you can see, even if that space is already occupied. The core remains there until you give it another command. Your core immediately teleports back to you if you are ever more than 60 ft. apart.

Follow - You send out your core to a friendly creature within 30 ft that you can see. The core begins to follow the target, moving with them until you give it a different command. Your core immediately teleports back to you if you are ever more than 60 ft. apart.

If your core touches an enemy during a command, that enemy must make a dexterity saving throw against your spell save DC (See 'Spellcasting' at level 2). Enemies that fail this saving throw take 1d8 damage, or no damage on a success. This is not considered a weapon attack. The damage of your core is increased to 2d8 at level 5, and 3d8 at level 10.

When you gain this feature at level 1, pick one damage type between Bludgeoning, Piercing, or Slashing. This will be the damage type your core deals, and you may change it when you gain a level in the tethered class. This is considered non-magical damage for the purposes of resistances.

SPELLCASTING (LVL 2)

At level 2 your connection to your core allows you to conjure magic effects and strange powers.

Cantrips: You learn 1 cantrip of your choice from the tethered spell list. When you level up in the tethered class, you may replace one of your cantrips with another from the tethered spell list. You learn additional cantrips as you level up in the tethered class, as shown in the 'Cantrips known' column of the tethered table.

Spell Slots: The tethered class table shows how many spell slots you have of 1st level and higher. To cast one of your tethered spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Known Spells: At level 2, you learn two 1st-level spells of your choice from the tethered spell list. You learn 1 new tethered spell each time to gain a level in the class. Additionally, when you gain a level in this class, you can choose one of the tethered spells you know and replace it with another spell from the tethered spell list, which also must be of a level for which you have spell slots.

Spellcasting ability: Your spellcasting ability is the same ability you selected at level 1 for your core commands. Your spellcasting ability is used in your tethered spells. In addition, you use your spellcasting ability modifier when setting the saving throw DC for an tethered spell and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier

Spell attack modifier = your proficiency bonus + your spellcasting ability modifier



CORE MODEL (LVL 3)

At level 3, you complete the initial connection to your core and settle on a particular core model. Your core model grants you a unique set of skills and features. Pick one of the following core models:

- **Twin Core** – A core model that increases your area denial abilities by allowing you to maneuver two separate cores.
- **Parasitic Core** – A core model able to follow and weaken a single enemy, perfect for offensive spellcasting and focus fire.
- **Awakened Core** – A fully sentient core model that grants additional utility and power to the user.
- **Lifeline Core** – A core that grants benefits to the creatures it follows, allowing for supportive, team-oriented strategies.

LINK-FIELD (LVL 5)

The connection between you and your core manifests into a harmful miring tether. The link-field is a clearly visible effect, like a glowing thread, an electric arc, a visual distortion in the air, or any other description you and your DM agree upon.

Whenever an enemy enters a space between you and your core or crosses the line between you and your core (Including the space your core is in), they take 4d4 force damage and their movement is reduced by 10 ft. for the rest of their turn.

The damage of this feature increases to 8d4 at level 10, and 12d4 at level 15.

UPGRADED MOMENTUM (LVL 6)

Your core grows physically stronger, being able to carry more weight and apply more force. When your core is performing tasks like pushing, pulling, or holding its position, it has as much force as a creature with a strength score equal to your spellcasting ability score.

Your core may be able to carry a creature, including yourself. While someone is riding the core, it can't follow another creature and can only move with a command. Your core was probably not designed to be ridden, so the DM may impose athletics checks in some situations to keep hold of it.

ADAPTIVE CORE DAMAGE (LVL 9)

As your core grows stronger it can harm even hardy and ethereal creatures. At level 9, your core is considered a magical weapon for the purposes of overcoming damage resistances.

Additionally, you're able to channel some elemental power to your core for some damage flexibility. While you're concentrating on a spell that deals damage, you may have your core commands and link field deal the same damage type as the spell.

For example, if you're concentrating on a 'Wall of Fire' spell and an enemy fails a saving throw against your 'Link-field', you may inflict them with fire damage instead of your usual damage.

CORE CASTING (LVL 10)

As your core grows stronger, you are able to channel your magic directly through it. When you cast a spell, you can cast it through your core as if you were standing in its current location. This includes spells with the range of 'Self' or 'Touch'. You cannot see or hear through your core, so you're still limited by your own field of vision.

Additionally, when you cast a concentration spell with an area of effect, you can have that area be centered on your core and move with it.

LINK-FIELD OVERLOAD (LVL 11)

You learn to overload your connection to your cores by burning some arcane energy.

As a bonus action, you may consume a spell slot. All enemies that are between you and your core (including the space your core is in) must make a constitution saving throw or take 3d6 force damage for each level of spell slot you consumed, success for half. This damage can change through your 'Adaptive core damage' feature.

REVERSE LOCALITY (LVL 14)

Your connection to your core allows you to magically switch places, which is great for escaping sticky situations or crossing dangerous areas.

Once per short rest, as an action, you can teleport and swap positions with your core, which remains in the space you were previously occupying until you give it a different command or you're more than 60 ft away from it. If your core is in a space currently occupied by another creature, you teleport to an adjacent tile of your choice.

RICOCHET (LVL 15)

You learn to issue complex and precise commands to your core, increasing the amount of damage it can do.

When you issue a command to your core, you may issue two commands as part of the same action, as long as at least one of them is a 'Send Out' command. In practice, this means you can break the trajectory in two.

CORE OVERDRIVE (LVL 17)

You discover another way of using your innate magical power, other than using spells. When you gain this feature, you gain 5 Overdrive points which recharge after a long rest. You can expend 1 overdrive point on your turn to issue a core command as a bonus action.

As a bonus action, you can consume a spell slot and recover as many drive points as the level of the spell slot you consumed. You can't have more than 5 overdrive points at once.

SOUL UNLEASHED (LVL 20)

You and your core are bonded so deeply you've become one. If you die, you may choose to have your soul immediately transferred into your core.

While inhabiting your core, you do not age. You keep all senses, mental attributes, skills and features, and you use your spellcasting ability for physical checks and saving throws. You can move using commands, and your range for command targets is increased from 30 ft. to 60 ft. You can also communicate telepathically to creatures within 90 ft. If your core is sentient, you can either share the core or it disappears while you're inhabiting it.

While inhabiting your core your corpse is no longer tethered to it, which effects features like 'Link Field' and 'Reverse Locality' (Though the Twin Core model still has the second core).

With your soul secure, you can be easily resurrected with no time limit and no requirement for a corpse: a new body is conjured from your core when you are resurrected. If you're able to, you can even resurrect yourself. If your core is destroyed while you are inhabiting it, you are both lost and can only be restored by a 'Wish' spell.

With the right funds and resources, you might be able to link your core to a special soul vessel, like an arcane construct, to act as a new and more resilient body. Be aware that not everyone approves of such methods to extend your own life. Be careful not to be mistaken for a lich!

TETHERED SPELL LIST

CANTRIPS

Dancing Lights
Light
Lightning Lure
Poison Spray
Sapping Sting
Shocking Grasp
Sword Burst
Thorn Whip
Thunderclap

1ST LEVEL

Armor of Agathys
Burning Hands
Catapult
Color Spray
Cure Wounds
Earth Tremor
Expeditious Retreat
False Life
Faerie Fire
Fog Cloud
Frost Fingers
Grease
Healing Word
Hellish Rebuke
Mage Armor

Magnify Gravity
Sanctuary
Tasha's Caustic Brew
Tenser's Floating Disk
Thunderwave
Witch Bolt

2ND LEVEL

Aganazzar's Scorchers
Augury
Blur
Cloud of Daggers
Darkness
Dust Devil
Find traps
Flaming Sphere
Gust of Wind
Healing Spirit
Heat Metal
Immovable Object
Kinetic Jaunt
Levitate
Locate Object
Maximillian's Earthen Grasp
Misty Step
Moonbeam
Rime's Binding Ice
Shatter

Silence
Spike Growth
Warding Bond
Warding Wind
Web
Wrist Pocket

3RD LEVEL

Ashardalon's Stride
Aura of Vitality
Blink
Crusader's Mantle
Daylight
Intellect Fortress
Life Transference
Lightning Bolt
Magic Circle
Mass Healing Word
Protection from Energy
Pulse Wave
Sending
Slow
Stinking Cloud
Thunder step
Wall of Sand
Wall of Water
Wind Wall

4TH LEVEL

Arcane Eye
Aura of Life
Aura of Purity
Banishment
Divination
Elemental Bane
Fire Shield
Freedom of Movement
Grasping Vine
Gravity Sinkhole
Sickening Radiance
Wall of Fire

5TH LEVEL

Circle of Power
Cloudkill
Cone of Cold
Dawn
Destructive Wave
Enervation
Maelstrom
Mass Cure Wounds
Rary's Telepathic Bond
Wall of Force
Wall of Light



CORE MODELS

TWIN MODEL

TWIN CORE (LVL 3)

When you pick this subclass at level 3, you get 1 additional core. This can mean your original core split in two, or you got a second one. The two cores are mechanically identical but can have different descriptions.

You need to issue commands to your cores individually. After you issue a core command, you can use your bonus action to issue a second command to your other core, but that second command doesn't harm enemies and only repositions the other core.

TWIN-TETHER (LVL 7)

Your two cores become tethered to each other, meaning that enemies between them are effected by your Link-field.

WALL-OFF (LVL 7)

You learn to momentarily intensify your link-field and increase the miring effect to prevent anything from moving through the tether.

Once per short rest, when an enemy tries to cross your link field you may use your reaction to turn your link-field into an impenetrable barrier, like the spell 'Wall of Force'. The enemy must pass a Dexterity saving throw against your core command DC, or else it cannot pass through your link field. This effects ALL of your tethers, not just the segment the enemy tried to cross. The wall lasts until the end of that enemy's turn.

CONVERGE (LVL 13)

You're able to issue commands to your two cores more efficiently. When you issue a core command, you may issue it to both cores so that they both move towards the same target. The target at the convergence point has a -3 penalty to their core command saving throw, and if they fails their save they take double damage (once from each core).

At level 15 when you gain access to the 'Ricochet' ability, you can have your orbs converge on the first space and continue to the target together, or each go to a different first space and then converge on the final target.

TRIANGULATE (LVL 18)

You and your three cores are connected so deeply, arcane energy can flow through you freely, which allows all three of you to act as spell conduits. Whenever you use your 'Link-field overload' feature, it effects all enemies inside the triangle bound by yourself and your two cores.

Additionally, whenever you cast a concentration spell with an area of effect, you can set its area to be the dynamic triangle between you and your two cores.



PARASITIC MODEL

PARASITIC CORE (LVL 3)

When you pick this subclass at level 3, you can use your 'Follow' command to target enemies as well as allies. The enemy must make a saving throw as usual: on a failure they take the normal core command damage and the core starts following them and sharing their space. Otherwise, the core remains floating in the space the enemy occupied until you give it a different command or move more than 60 ft. away from it.

While your core is following a creature, they gain no benefits from being hidden from you and your allies. The core only stops following an enemy if you give your core another command, you go unconscious, if the enemy moves more than 60 ft. away from you, or if the enemy uses any sort of teleportation ability that instantly move it to a different non-adjacent square.

LEECH (LVL 7)

While your core is following an enemy and they regain hit points, you can use your reaction to also heal half of that amount (rounded down). When you do, your enemy only heals half of that amount (rounded down).

Additionally, while your core is following an enemy, you may use an action to burn a spell slot and deal 3d6 necrotic damage for each level spell slot burnt. You then heal yourself for half of the damage dealt.

MANA STEAL (LVL 13)

Your core can act as an arcane conduit not just for your own spells, but for enemies and their magical essence.

Once per turn as a bonus action, while your core is following an enemy, you can force that enemy to make a charisma saving throw against your spell save DC. On a failure they are subjected to one of the following effects of your choice:

- If that enemy has spell slots, they lose a spell slot of a level equal to your proficiency bonus or lower.
- The enemy gains 1 point of exhaustion.

Once per long rest, when an enemy fails against this saving throw, you regain a spell slots with a combined level total of 3. You can continue to burn the enemy's spell slots or inflict them with exhaustion even without regaining spell slots.

UNRELENTING INVASION (LVL 18)

Your parasitic core becomes so intrusive it makes evading and resisting your spells nearly impossible. Your core can physically stick to the enemy, or it could enter their body, or it simply learns to bypass whatever defenses they may have.

While your core is following an enemy, they suffer a -6 penalty to saving throws against spells cast through your core. Additionally, when you target that enemy with a spell cast through your core, you get a +8 modifier for the spell attack.



JAE HYONG SONG



BLIZZARD ENTERTAINMENT

The Tethered by Doctor Turbidity

AWAKENED MODEL

AWAKENED CORE (LVL 3)

Your core gains sentience (If it didn't have it already), allowing for greater utility. The DM may want to control your core's sentience as part of your story arc, or you can choose what sort of sentience your core has and how it achieved that sentience.

For example, your core may be an ancient mechanical brain. Perhaps it is a link to a powerful entity, or a remnant of one. Perhaps it is another facet of your character, like a magic mirror that shows another side of your character, or a relic connecting you to a version of you from another timeline.

The awakened core has 60 ft. of vision, and 30 ft of dark vision. It can also hear, smell, and sense temperature in a 60 ft. radius. You can sense through your core freely, and you can also freely block the shared sensation. Shared sensation makes you vulnerable to vision and sound based your core is exposed to, such as the 'Hypnotic Pattern' spell, a Banshi scream, or a Basilisk's petrifying gaze.

In addition to this, your core is able to communicate either telepathically with a creature it can see, or with voice/sound. Unless you specifically forbid it, the awakened core may speak freely even without your orders.

SENTIANT ASSISTANT (LVL 3)

Your awakened core has some helpful knowledge and advice should you choose to take it. When you pick this core model at level 3, select 3 skills that your core would be proficient at based on its personality or history. For example, an ancient deity might be able to help in history, arcana, religion, or intimidation checks.

By using your bonus action, your core can help you and your allies with these skill checks, granting an advantage on the roll. At levels 7, 13, and 18 your core becomes proficient with one additional skill, allowing it to assist with more skill checks.

PSYCHIC SUPPORT (LVL 7)

Your psychic connection to your core and the constant company it provides made your mind stronger. You gain resistance to psychic damage, and you have an advantage against being charmed or frightened. Additionally, if you're ever charmed or frightened due to a failed saving throw, you can use your action to immediately repeat the saving throw. This is in addition to any repeating saving throw the charm/fear effect normally allows.

AWAKENED SHIELD (LVL 13)

Your awakened core is able to shield you from damage, at the cost of momentarily disabling itself.

When you are about to take damage, you may use your reaction to reduce the incoming damage by 10 * your tethered level. When you do, your awakened core loses its sentience and senses, and functions like a non-awakened core. You cannot use and gain no benefits from any of the features of your awakened core model while in this state.

This disabled state lasts for 1 round: until the start of the turn of the enemy that triggered this feature (Or where their turn would've been on the initiative count). Afterwards, your core resumes function as normal but it's unaware of anything that happened in the time it was disabled.

You may use this feature once and regain its use after a short or long rest.

SECOND MIND (LVL 18)

Your connection to the awakened core becomes so powerful that you can send out a fraction of your mind to inhibit it. You are now able to cast a second concentration spell, as long as one of these spells is an area of effect spell centered on your awakened core.

You must use your action on each subsequent turns to maintain concentration on the two spells. While concentrating on these two spells you cannot cast more spells, even if they have a casting time of a bonus action or a reaction. If you fail a concentration check, you lose both spells.



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LIFELINE MODEL

ARMORED CORE (LVL 3)

Your new core model can lend a bit of its power to shield you and your allies. Whenever your core is following a friendly creature, including yourself, that creature gains a damage reduction of 3 hit points against all spells and attacks.

This damage reduction is increased to 6 HP at level 8, 9 HP at level 13, and 12 HP at level 18.

LIFELINE (LVL 7)

When your core follows an ally, your living essences are linked and harmonized. Whenever you or the ally your core is following regain hit points, the creature at the other end of the tether is healed for half that amount (rounded down).

EMPOWERING LINK-FIELD (LVL 13)

Your link-field adapts to provide helpful benefits to your allies. Once per turn, when an ally enters a space between you and your core, starts their turn there, or crosses the line between you and your core (Including the space your core is in), their speed is increased by 10 ft. for the remainder of their turn.

Additionally, when an ally makes a ranged weapon or spell attack in which the projectile passes through your Link-field, the damage of the attack is increased by half of your tethered level (Rounded down).

SUPERIOR LIFELINE (LVL 18)

Your core's improved ability as a conduit allows the flow of life essence to flow freely between you and your allies. Whenever you or an ally your core is following take damage, you may redistribute the damage between the two of you in whatever way the two of you agree on.

You cannot transfer more damage than what would bring you or your ally to 0 HP. The redistributed damage is affected by damage resistances or immunities like your 'Armored Core', 'Rage', or the 'Protection from Energy' spell.